

Example

Fan - Parts

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description:	Set fan parts to various values
remarks:	

[fan](#), [parts](#), [active](#), [binding](#), [converter](#)

functions

- [ActionScript.SetProperty](#)

affected properties

- [Programmer.Editor.Fixtures.Fan.SegmentCount](#)

control structures

- [Active Binding](#)
- [Math.EnumAsStringEqualityConverter](#)

Code

```
Fan 1 part
  <active binding="{propertyLink
id='Programmer.Editor.Fixtures.Fan.SegmentCount'
converter='Math.EnumAsStringEqualityConverter' converterParameter='1'}"/>
  <sequence>
<step>ActionScript.SetProperty("Programmer.Editor.Fixtures.Fan.SegmentCount"
,1)</step>
  </sequence>

Fan 2 part
  <active binding="{propertyLink
id='Programmer.Editor.Fixtures.Fan.SegmentCount'
converter='Math.EnumAsStringEqualityConverter' converterParameter='2'}"/>
  <sequence>
<step>ActionScript.SetProperty("Programmer.Editor.Fixtures.Fan.SegmentCount"
,2)</step>
  </sequence>
```

Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

The macros set the fan parts to various values. They also show the current value using [Active Binding](#)

How to use it

- [make this macro available](#)
- copy the macros on buttons for easy access

From:
<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:
<https://www.avosupport.de/wiki/macros/example/setfanparts?rev=1556377316>

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